

Code Examples

Each example described here corresponds to a source file in the MOAB [examples](#) source directory.

Simple Examples

GetEntities: get the number of entities of each dimension

SetsNTags: query the sets in a mesh and tags on those sets

General Mesh Query & Manipulation

SkinMesh: compute the outer faces of a mesh

SurfArea: compute the surface area of the skin of a mesh

ObbTree: construct obb tree from input triangles and do ray-tracing

KDTree: construct a kD-tree from a hexahedral mesh and then search for some points

Mesh Import

FileRead: file reader example

Meta-Data

GeomSetHierarchy: read and query geometric model information